

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:

at least one display device operable to display a game resulting from a wager, said game including a plurality of displayed symbols and ~~a plurality of independent rounds;~~

~~at least one input device operable to enable a player to select one of said symbols in each of the independent rounds of a play of the game;~~

~~a display device operable for displaying said plurality of symbols; and~~

a controller configured to operate with the at least one display device and the at least one input device for the a single play of the game:

(a) ~~to randomly determine for a first quantity each of a plurality of said independent rounds and whether to randomly assign at least one of a plurality of items to at least one, a plurality of or all of the plurality of displayed symbols for each of the determined first quantity of independent rounds, wherein said first quantity is at least one, wherein said determination for each round is independent of said other rounds,~~

(b) to randomly determine a second quantity of independent rounds and randomly assign at least one of the plurality of items to a plurality of the displayed symbols for each of the determined second quantity of independent rounds, wherein said second quantity is at least one,

(c) to randomly determine a third quantity of independent rounds and randomly assign at least one of the plurality of items to all of the displayed symbols for each of the determined third quantity of independent rounds, wherein said third quantity is at least one and said random assignment for each round is independent of said other rounds,

~~(bd) upon said determination being made, for each of said items, to assign said item to one of said symbols, to a plurality of said symbols or to all of said symbols;~~

~~(c)~~—to enable the player to select one of the displayed symbols in each of the determined quantities of independent rounds, and

~~(de)~~ to provide an award to the player for each of said determined quantities of independent rounds if said player selects one of the displayed symbols having at least one of said assigned items in said independent round.

Claim 2 (cancelled).

Claim 3 (previously presented): The gaming device of Claim 1, wherein said controller operates with a table of randomly selectable items.

Claim 4 (previously presented): The gaming device of Claim 1, wherein said controller operates with a table of randomly selectable items, and wherein at least one item is adapted to be randomly selected more often than at least one other item.

Claim 5 (previously presented): The gaming device of Claim 1, which includes a table of numbers that designate how many rounds the player has in which to select from the plurality of symbols when said item is assigned to a percentage of symbols of said group.

Claim 6 (previously presented): The gaming device of Claim 5, wherein at least one number of said table is adapted to be randomly selected more often than at least one other number of said table.

Claim 7 (previously presented): The gaming device of Claim 5, which includes a plurality of tables of numbers.

Claim 8 (previously presented): The gaming device of Claim 7, wherein at least one number of each table is adapted to be randomly selected more often than at least one other number of said table.

Claim 9 (previously presented): The gaming device of Claim 5, which includes a quantity of tables of numbers equaling the quantity of symbols in a round.

Claim 10 (previously presented): The gaming device of Claim 9, wherein at least one number of a table is adapted to be randomly selected more often than at least one other number of said table.

Claim 11 (original): The gaming device of Claim 1, which includes a table of randomly selectable prizes.

Claim 12 (original): The gaming device of Claim 1, which includes a table of randomly selectable prizes, and wherein at least one prize is adapted to be randomly selected more often than at least one other prize.

Claim 13 (currently amended): A method for operating a gaming device, for a single play of a game resulting from a wager said method comprising:

- (a) displaying a plurality of symbols on a display device of said gaming device;
- (b) randomly determining a first quantity of independent rounds and randomly ~~to assigning~~ at least one of a plurality of items to ~~at least one, a plurality of~~ or all of said displayed symbols for each of the determined first quantity of independent rounds, wherein said first quantity is at least one;
- (c) randomly determining a second quantity of independent rounds and randomly assigning at least one of the plurality of items to a plurality of the displayed symbols for each of the determined second quantity of independent rounds, wherein said second quantity is at least one;
- (d) randomly determining a third quantity of independent rounds and randomly assigning at least one of the plurality of items to all of the displayed symbols for each of the determined third quantity of independent rounds, wherein said third quantity is at least one and said random assignment for each round is independent of said other rounds;

~~, and~~

- ~~(i) for each of said items, if the random determination is to assign said item to one of the symbols, assigning said item to one of said symbols;~~
- ~~(ii) for each of said items, if the random determination is to assign said item to the plurality of symbols, assigning said item to the plurality of symbols; and~~
- ~~(iii) for each of said items, if the random determination is to assign said item to all of the symbols, assigning said item to all of said symbols;~~
- (ee) selecting a prize for one of the independent rounds;
- (df) enabling a player to select a one of said displayed symbols for said independent round;

- (eg) providing said prize to said player if said player chooses a said symbol having at least one of said assigned items for said independent round; and
- (fh) repeating steps (ae) to (eh) for each of the determined quantities in a plurality of independent rounds in the single play of the game, wherein said determination in each of said rounds is independent of said other rounds.

Claims 14 to 21 (cancelled).

Claim 22 (previously presented): The method of Claim 13, which includes the step of revealing that the symbol has been assigned said item when said player selects said symbol having said assigned item.

Claim 23 (previously presented): The method of Claim 13, which includes the step of revealing all of the symbols that were assigned said item when said player selects one of the symbols that was not assigned said item.

Claim 24 (currently amended): A method for operating a gaming device, for a single play of a game resulting from a wager said method comprising:

- (a) displaying a group of symbols on a display device of said gaming device;
- (b) randomly determining a first quantity of independent rounds and randomly  
~~to assigning~~ at least one of a plurality of items to ~~a percentage~~one of the  
displayed symbols of said group, for each of the determined first quantity  
of independent rounds, wherein said first quantity is at least one;
- (c) randomly determining a second quantity of independent rounds and  
randomly assigning at least one of the plurality of items to a plurality of the  
displayed symbols of said group for each of the determined second  
quantity of independent rounds, wherein said second quantity is at least  
one;
- (d) randomly determining a third quantity of independent rounds and  
randomly assigning at least one of the plurality of items to all of the  
displayed symbols of said group for each of the determined third quantity  
of independent rounds, wherein said third quantity is at least one and said  
random assignment for each round is independent of said other rounds;
- (e) enabling the player to select one of the displayed symbols of said group in  
each of the determined quantities of independent rounds, and
- (f) providing an award to the player for each of said determined quantities of  
independent rounds if said player selects one of the displayed symbols  
having at least one of said assigned items in said independent round.

~~wherein the percentage includes the at least one item being assigned to at least~~  
~~one, a plurality of or all of the symbols, and~~

- ~~(i) for each of said items, if the determination is made to assign said~~  
~~item to one of the symbols, assigning said item to one of said~~  
~~symbols,~~
- ~~(ii) for each of said items, if the determination is made to assign said~~  
~~item to the plurality of the symbols, assigning said item to the~~  
~~plurality of said symbols, and~~

- ~~(iii) for each of said items, if the determination is made to assign said item to all of the symbols, assigning said item to all of the symbols;~~
- ~~(c) determining a number of independent rounds for the play of the game which the player plays with the at least one assigned item; and~~
- ~~(d) enabling said player to play said number of independent rounds, wherein said determination in each of said rounds is independent of said other rounds.~~

Claim 25 (original): The method of Claim 24, which includes the step of selecting a prize.

Claim 26 (previously presented): The method of Claim 24, which includes the step providing said prize to said player if said player chooses a symbol having said assigned item.

Claim 27 (original): The method of Claim 24, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.

Claim 28 (original): The method of Claim 24, which includes the step of revealing that all symbols having an assigned item indeed have said assigned item when said player selects a symbol not having an assigned item.

Claim 29 (currently amended): A method for operating a gaming device, said method comprising the steps of:

- (a) displaying a group of symbols on a display device of said gaming device;
- (b) assigning a first item to a first percentage of symbols of said group;
- (c) assigning a second item to a second percentage of symbols of said group;
- (d) selecting a first number of player selections of said first ~~percentage~~item;
- (e) selecting a second number of player selections of said second ~~percentage~~item;
- (f) adding said first number and said second number; and
- (g) enabling said player to select said added number of times.

Claim 30 (original): The method of Claim 29, which includes the step of selecting a prize.

Claim 31 (previously presented): The method of Claim 30, which includes the step providing said prize to said player if said player chooses a symbol having an assigned item.

Claim 32 (original): The method of Claim 29, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.

Claim 33 (original): The method of Claim 29, which includes the step of revealing that all symbols having an assigned item indeed have said assigned item when said player selects a symbol not having an assigned item.



Claim 34 (currently amended): A gaming device comprising:

- a group of symbols;
- a plurality of items;
- a display device; and

a processor operable with the display device to display said group of symbols, assign one of said items to a first percentage of symbols of said group, assign another one of said items to a second percentage of symbols of said group, select a first number of player selections of said first ~~percentage~~item, select a second number of player selections of said second ~~percentage~~item, add the first selected number and the second selected number and enable a player to select from said symbols the added number of times.

Claim 35 (previously presented): The gaming device of Claim 34, wherein said processor is operable to select a prize.

Claim 36 (previously presented): The gaming device of Claim 35, wherein said processor is operable to provide the prize to the player if at least one of the player selected symbols is assigned at least one of said items.

Claim 37 (previously presented): The gaming device of Claim 34, wherein said processor is operable to reveal that one of said player selected symbols is assigned one of said items.

Claim 38 (previously presented): The gaming device of Claim 34, wherein said processor is operable to reveal that all of said symbols having assigned items indeed have assigned items when the player selected symbol is not assigned to one of said items.